

TRACE BLOCK 3D LIGHTING ARTIST AND GENERALIST

CONTACT

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Fort Worth, Texas. Open to relocation.

EDUCATION

Texas A&M University 2020-2024

Bachelor of Science in Visualization.
Texas A&M School of Performance,
Visualization, and Fine Arts.

SOFTWARE

Unreal Engine 5 • Autodesk Maya •
Nuke • DaVinci Resolve • Substance
Painter • Houdini • RenderMan • After
Effects • Premiere Pro • Photoshop •
Procreate • ZBrush

INVOLVEMENT

TAMU ACM SIGGRAPH 2021-2024

- **Student Volunteer** for the 2024 SIGGRAPH Conference in Denver.
- **Best in Still Work** in SIGGRAPH's computer graphics event, GigaJam.
- **Mentor Program** participant; guided and tutored an underclassman mentee for a semester.

Women in Animation 2022-2024

- Member and attendant of lectures from industry and professional speakers.

EXHIBITIONS

Brazosport Arts in Media Festival 2024

Lakewarden showcased at the festival screening. Entries were board-reviewed.

Viz-a-GoGo 31 Showcase 2024

Lakewarden received **Runner-Up in Time Based Media**. Works exhibited include *Lakewarden*, *The Rustic Cabin*, *One Man's Trash*, *Songwriter's Desk*. Entries were board-reviewed.

Visualization Fall Showcase 2023

Lakewarden shown in screening.
Paragon shown in exhibition hall.
Entries were board-reviewed.

WORK EXPERIENCE

Peer Teaching Assistant

August 2023 - May 2024

Texas A&M Performance, Visualization, and Fine Arts - College Station, TX

Figure Drawing for Narrative and Concept Art

- Co-taught course with Brad Graeber, CEO of Powerhouse Animation.
- Provided one-on-one assistance to students building narrative pitch decks.
- Delivered feedback to student work including character designs, environment/prop concept art, thumbnails, storyboards, and full compositional illustrations.

Life Drawing

- Assisted with giving art critique during each live drawing session, fostering anatomy improvement throughout the semester.
- Ensured students learned art fundamentals such as form, gesture, and light.
- Provided detailed weekly lecture recaps and documentation to students.

Freelance Digital Illustrator

December 2019 - Present

Self Employed - Fort Worth, TX

- Creating digital character and environment illustrations for clients utilizing industry standard 2D programs.
- Engaged actively with clients to ensure the final product design aligns successfully with the original project vision.

PROJECT EXPERIENCE

The Rustic Cabin

January 2024 - May 2024

Senior Capstone Animated Short Film

- Responsible for all lighting, all compositing, and some layout/setdressing.
- Project explores lighting according to emotion and the psychology of color theory. The relationship between lighting, mood, and color was researched by creating three unique lighting setups in the same environment.

One Man's Trash

April 2024

36-Hour 3D Still Render

- Produced all lighting and all compositing as well as some models and textures for a timed computer graphics competition
- Awarded Best in Still Work from a panel of industry judges.

Lakewarden

August 2023 - December 2023

15-Week 3D Animated Short Film

- Lead lighting artist, responsible for creating realistic underwater lighting while also artistically drawing the viewer's attention towards the characters.
- Lead project manager of a team of nine, guiding the team throughout production and ensuring the animated short was delivered on time.
- Assisted with visual effects, rigging, surfacing, concept art, and rendering.

Open for Beezness

January 2022 - May 2022

15-Week 3D Animated Short Film

- Lead lighting artist, created all global lighting and all shot-specific lighting.
- Conducted visual research and worked from real-life reference to create realistic restaurant lighting that complements the character.
- Contributed some surfacing, modeling, compositing, and graphic design.